IT TAKES A SPECIAL KIND OF ATHLETE TO COMPETE IN THE GAMES.

- *Seven thrilling Events: Slalom, Bobsled, Ski Jump, Biathlon, Speed Skate, Hot Dog, and Luge.*
- *Represent one of the Super Powers: U.S.A., Russia, U.K., Japan, and more...*
- *One to eight players in individual and head-to-head competitions.*

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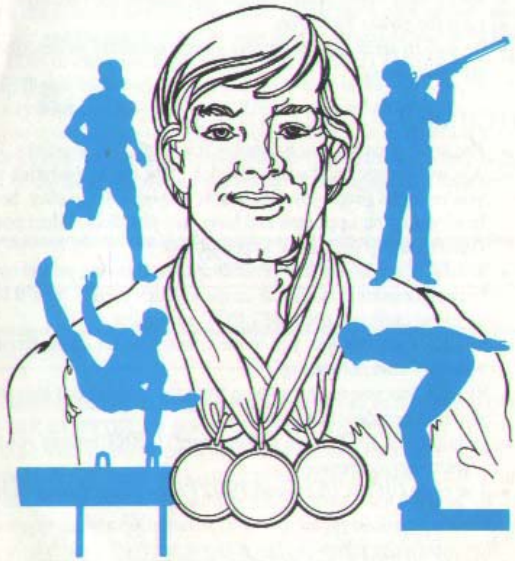
SUMMER GAMES®

INSTRUCTION MANUAL

for the Atari 2600™, 7800™, and Sears Tele-Games® Video Arcade™ systems



INTRODUCTION

SUMMER GAMES® is a series of seven exciting competitive events. Up to eight players can enter this international contest, choosing a single country for which to compete (no two players can choose the same nation to represent).

The object is to see your country come out on top. Events vary from head-to-head races like hurdles, sprints, swimming and rowing, to solo events like skeet and gymnastics. Win an event either by scoring a faster time or by piling up more points than your opponent. The nation that wins the most events takes home the gold medal!

GETTING STARTED

- Set up your video game console and plug in the cartridge.
- Turn the power switch on.
- Be sure to set the left difficulty switch correctly as described below (see Switches).

SWITCHES:

- The *left difficulty switch* controls the number of joysticks. Position **A** = two joysticks; **B** = one joystick. Use the *left* joystick when you're in the single-joystick mode. If you wish to play head-to-head with your opponent and have two joysticks, select position **A**. Otherwise flip the switch to position **B**.
- **SELECT** sends you into practice mode, allowing you to cycle between events. Practice in single joystick mode. You'll remain in an event until you press **SELECT** once more.
- **SELECT** also returns you to the *country-select menu*, from which you may start competing.
- **RESET** lets you restart a game from the middle, but also transfers you into practice mode.
- Holding **SELECT** down and pressing **RESET** returns you to the *country-select menu.*
- The *right DIFFICULTY* and *TV TYPE* switches should be ignored.

NOTES:

- *DASH, HURDLE,* and *ROWING* have a computer opponent when played alone.
- In two-player games, the *left* joystick controls the top player and the *right* joystick controls the bottom player.

STARTING PLAY

SUMMER GAMES begins as the title screen appears. From the title screen you will move on to the country-select menu by pressing the **FIRE BUTTON** or waiting for the music to end. The country-select menu is a list of eight eligible countries: the USA, USSR, U.K., Japan, Greece, Canada, Spain and Italy.

Highlight the country of your choice by moving the cursor up and down with the joystick. Press the **FIRE BUTTON** to select the highlighted country. If you change your mind after you've made your selection, re-highlight the country you selected and press the **FIRE BUTTON** again. You will then be able to select a new country name from the list. When each player has selected a country to represent, move the cursor to "***Done***" and press the **FIRE BUTTON**. The first event's title will appear on the screen.

Events are announced on a screen that shows the names of competing countries and the name of each event as it is played. Press the **FIRE BUTTON** to *enter* the event; press the **FIRE BUTTON** again to *start* the event. If you fault during play, the event will replay up to three times (you can only fault in certain events). When a country finishes an event, the announcement screen returns with the name of the next nation to compete. When all competitors have completed an event, the next event begins. The order of competing nations stays the same throughout the series of events.

THE GAMES

HURDLES

The object of this event is to jump all the hurdles as fast as you can. Press the **FIRE BUTTON** to begin a READY/SET/GO sequence. There is an overhead view of the track in the center of the screen showing which runner is ahead. At **GO** push the joystick to the *right* and hold it there until you near the first hurdle. Jump hurdles by "tapping" the joystick **UP** as your runner approaches each hurdle (holding the joystick up for too long slows your man down). Push the joystick right to sprint again once you've cleared the hurdle. Just as in live competition, crashing into hurdles costs valuable time. And the harder you crash, the more 'get-up' time you're docked. First one to the finish line wins.

SWIMMING

Like the hurdling event, swimming begins with a READY/SET/GO sequence when you press the **FIRE BUTTON**. Anticipate the gun (*GO*) and press the joystick to the *right* early to get a good start (but not too early or you'll fault). Gain speed by hitting the **FIRE BUTTON** on each down stroke, just as your swimmer's arm reaches the water. Turn quickly at the pool's end by tapping the joystick *left* before you hit the wall. Time the strokes and the turns well and splash home to victory. The first swimmer to finish his laps wins.

SKEET SHOOTING

Targets are launched from the right or the left of the firing range when you press the **FIRE BUTTON**. Move the joystick *left* or *right*, *up*, or *down* to sight the target and shoot by pressing the **FIRE BUTTON**. Shoot at either one or two targets from each of the eight shooting posts. Adjust your aim carefully and quickly before you fire (keep in mind that there is a slight gravitational pull on your sight as you aim). The shooter with the most hits out of 25 wins the medal.

100-YARD DASH

The 100-yard dash is a speed event. Runners line up on two parallel tracks, as in the *Hurdles* event. Press the **FIRE BUTTON** to start. At **GO** (but not before) move the joystick as fast as you can in any direction to make your runner sprint. Keep the joystick moving in all directions as fast as you can until your runner reaches the finish line. The fastest time wins.

SWIMMING RELAY

Three-man teams compete against one another in this extended version of the *Swimming* competition. Press the **FIRE BUTTON** to start the READY/SET/GO sequence. As in the swimming event, anticipate the gun (*GO*) and press the joystick *right* early to get a good start. Press the **FIRE BUTTON** just as the swimmer's arm reaches the water on the down stroke to gain speed. As he nears the right side of the pool, tap the joystick to the *left* before he hits the wall to turn him around. Remember that each member of your relay team swims two laps; as the first swimmer nears the left side of the pool, anticipate his arrival and tap the joystick *right*. Be careful not to

tap the joystick too early or you will lose time! Follow the same sequence for each swimmer on your team. The first team to finish wins.

GYMNASTICS

In this event, only one athlete competes at a time. The winner is determined by points gained in special maneuvers during his routine. The initial screen shows your gymnast ready to start his run at the pommel horse. Press the **FIRE BUTTON** to start your man running toward the horse; press it again as he nears it to initiate a mount. Once mounted, your gymnast holds the pommel horse bar and circles the horse's axis in a rhythmic motion. Points are given for mounting and dismounting correctly (0.5 each), for traversing the horse (0.5), and for each 360 degree spin the gymnast makes (.005). Points are *subtracted* for incorrect hand placement (0.1), for moving in the wrong direction (.1), for falling off the end of the horse (1.0 - automatic disqualification), and for faulty dismounts (1.0).

The upper screen shows your gymnast in motion on the pommel horse. The lower screen shows your gymnast's hand position by a pair of dots that follow his motion up and down the horse. Increase his speed as he revolves about the horse's axis by pushing the joystick *left* just before he moves across the bottom of the pommel horse. Push it to the *right* as he approaches the top of the horse. If you're quick, you can increase speed faster by pushing the joystick *right* (or *left*) more than once. Your athlete will slow down if you fail to press the joystick *right* and *left*, but he'll keep on the horse and in motion. Move the joystick *up* to move him to the top of the horse, move it *down* for your gymnast to reach the 'south' end. (Up-to-down or down-to-up is a full transversal). Remember he can fall off the end and be disqualified! Watch the hand and body movements of your gymnast to determine when to push the joystick *up* or *down*. (If he's moving to the bottom of the horse, and his hands are close together, then the bottom one should be moved...) Remember that you can only move the hand that is in the air (the smaller dot) so you must time your movements carefully. There is a one-minute time limit with a maximum of 10 points to be earned. When it is time to dismount, you'll hear a warning bell. Good Luck!

ROWING

A READY/SET/GO sequence begins this speed event. Move the joystick *left* and *right* in rhythm to gain top speed (speed is shown on an indicator in the middle of the screen). The fastest time wins the event.

SCORING

Awards Ceremony

After every event, the countries of the top three competitors are listed in the order they placed. The country name of the Gold Medal winner appears at the top of the screen.

Champion Ceremony

A Grand Champion of the games is selected based on the number of points awarded.

Gold Medal = 5 points
Silver Medal = 3 points
Bronze Medal = 2 points

The points are totaled after all events have been completed, and the player with the most points is honored as the ***Grand Champion***. The ceremony takes place after the Awards Ceremony for the final event.

Notes